

# A cursed skull manual.

Platformer with 2 colors and 4 playable characters.

Find a skull to remove a curse.

Castle dungeon is full of strange creatures.

Some of them you can shoot, but the others are invincible.

Controls:

Left - O

Right - P

Down- A

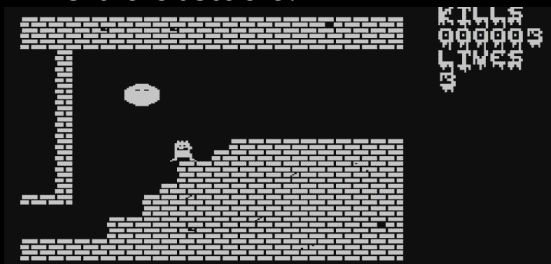
Up - Q

Fire - SPACE

Jump - J

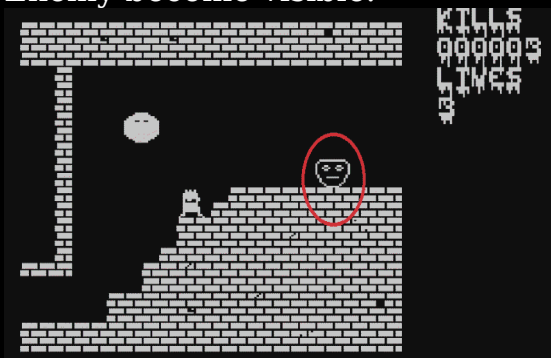
Questions?

Invisible obstacle.



Wait a few seconds.

Enemy become visible.



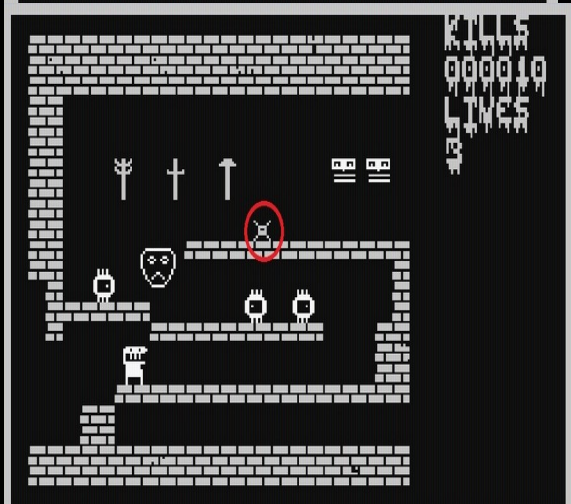
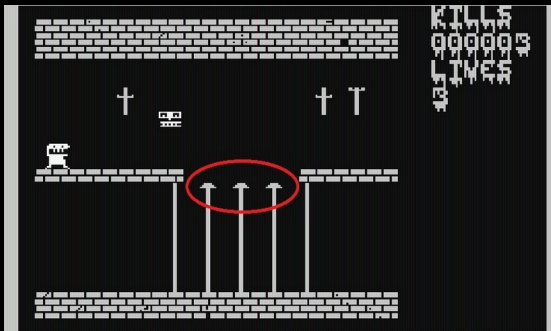
Remember his position and jump.

There are also 2 invisible monsters on the last screen. Shoot them or just wait before they fly up left.

Ending is simple. Take a cursed skull and get "END" message.

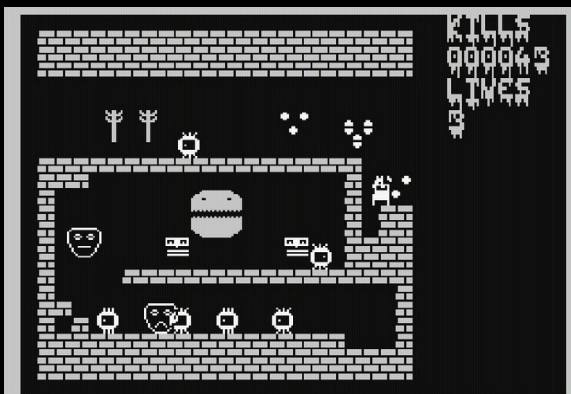
To activate teleporter push up button when you see message "teleporter" or on the screen with a wall.

Some deadly blocks not only on floor but also on wall.



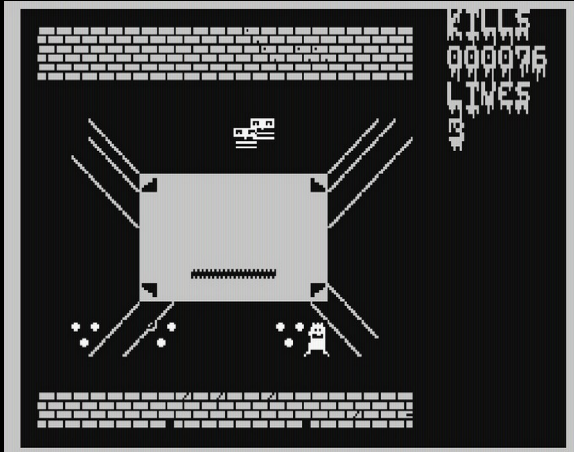
Find out the rest deadly block on your own so there is no death without reason in this game.

Shot stuck on wall.



I made this type of room to make room that really will look like a cursed. Many games with enemies and traps, but not many games with really strange atmosphere like this.

Invisible wall.



Another unexpected obstacle.

Alien56 and alien57? Why tapes called like this?

I seen misunderstanding when creator of one game was by mistake not called creator his own game. I need 100% proof to confirm my own games so I created taped named "Alien" for my own games. Of course I can create tapes with normal names.

Stuck in wall?

This is a cursed dungeon. You cannot experience a safety here. And this is not a bug.

Why game black white or even looks like zx81 game?

It's very simple. I want to make sinister looking game.

Some people think your game is bad?

I can fix objective reasons such as bugs. But I made my games for myself and I was thinking someone else also could enjoy these games. But... Surely my games were made not for annoying trolls who blames for making games. Of course normal feedback (not insults) is always welcome.

Also keep in mind all 4 characters have a different weapons.

